

WHAT IS CLAIMED IS:

Sub A7

1. A method of generating a computer generated animation, comprising
2. the steps of:
3. displaying an animation scene including a plurality of 3D objects;
4. displaying an object selection screen for allowing a user to select one object
5. currently displayed in said animation screen as a selected object;
6. providing a video signal from a source external to the computer;
7. displaying a video selection icon;
8. if the user clicks the video selection icon
9. texture mapping the video signal onto the selected object in the scene so that a
10. texture-mapped video signal is displayed on the surface of the selected object.

Sub A8

1. 2. The method of claim 1 where said act of providing the video signal
2. comprises the acts of:
3. using a video camera to generate the video signal in real time.

1. 2. 3. The method of claim 1 further comprising:
4. displaying a face template having facial feature indications and oriented and
5. scaled to match a target object included in the animation, with the feature indications
6. corresponding to similarly oriented regions on the target object;
7. orienting a video signal image so that an image of a face is aligned with the
8. face template and features of the face are overlaid by feature indications of the template;
7. mapping features of the face aligned to feature indications of the template to
8. corresponding regions of the target object.

1. 2. 3. 4. The method of claim 1 or 3 further comprising the steps of:
4. detecting selected events occurring during the playing of the video signal;
5. altering the appearance of the texture-mapped video when a selected event is
4. detected.

1. 2. 5. The method of claim 4 further comprising the act of:
2. detecting a selected event in an audio signal being animated.

1. 2. 6. The method of claim 4 further comprising the act of:
2. detecting a selected event in the video signal being texture-mapped.

1 11. The method of claim 4 where said act of altering further comprises the
2 acts of:
3 elevating a first region of the texture-mapped video when a selected event is
4 detected;
5 depressing a second region of the texture-mapped video when a selected event
6 is detected.